

MOVE NOW

powered by melos

DIGITAL LIFESTYLE SOLUTIONS

Experience the future: Interactive play and learning surfaces by Melos.

EDUCATION

FITNESS

ENTERTAINMENT



MATHEMATICS

FITNESS

REACTION

LANGUAGE

INFORMATIONS



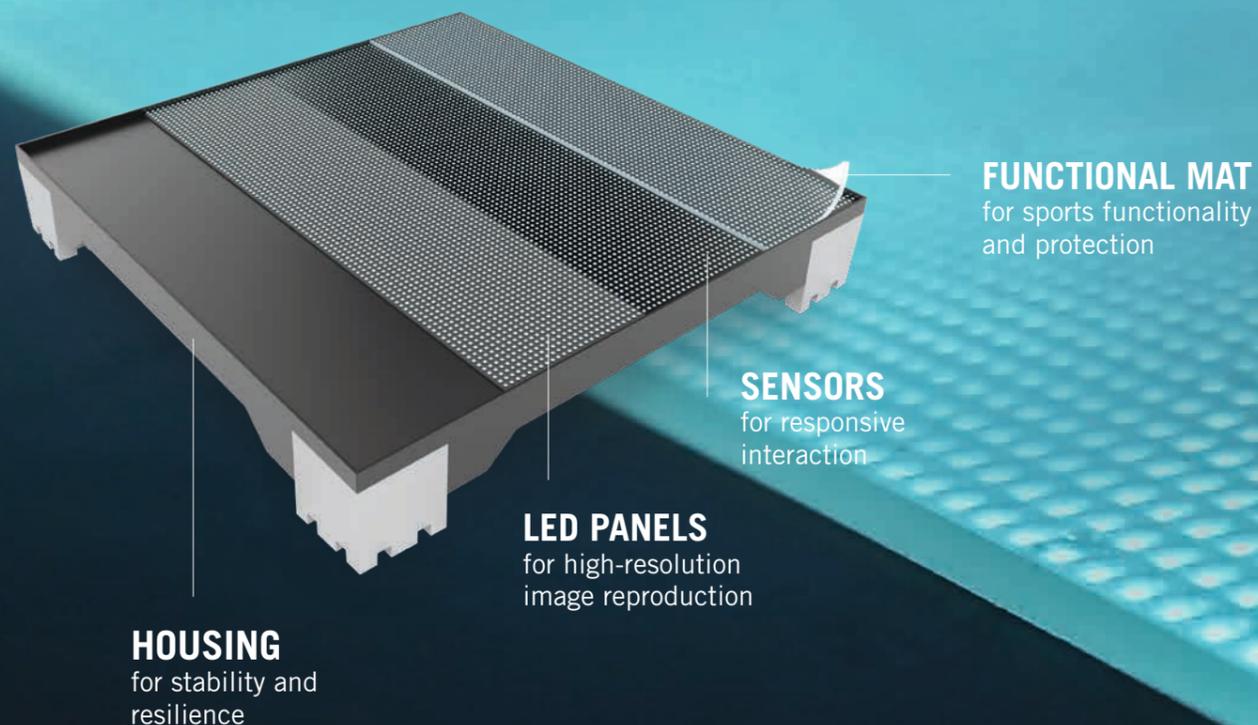
BE ACTIVE!

Teaching and strengthening cognitive skills, including of the medium sport.

FUNCTIONAL MAT

MADE BY
melos

MoooveNow combines cutting-edge materials with LED and digital technologies

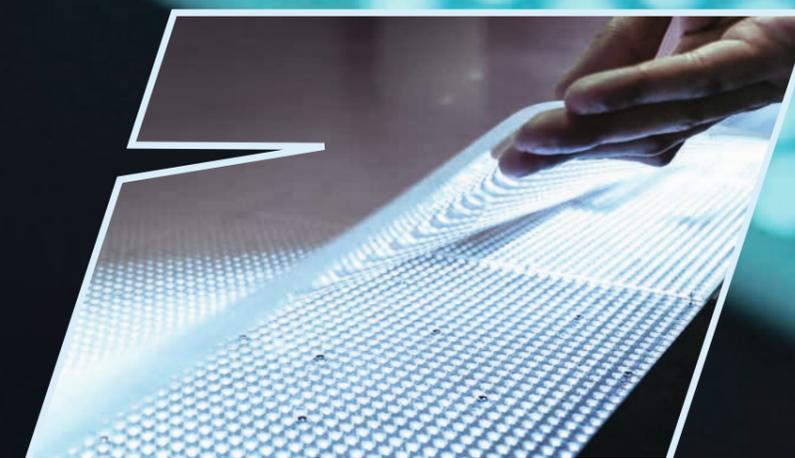


The technical basis is a metal frame that accommodates all the necessary electrotechnical components and is suitable for both indoor and outdoor applications. On it, a transparent, slightly elastic functional mat is installed. It consists of a polyol and an isocyanate component. These form an aliphatic polyurethane mat. Completely “made by Melos”.

Thanks to these effects, completely new game ideas can be developed in terms of planning and a specially developed game configurator software allows for every possibility of individualisation. Game ideas can be transferred to surfaces in floors and walls in a way previously only known from computer games or on a small scale from board games.

The LED floor is functionally subdivided into modules. Each module can illuminate individually or in combination – small points or entire zones react to touches. Game elements move towards or around the player.

MoooveNow solutions are networked online so they can be equipped with new game ideas over long distances. They are equipped with loudspeakers, which give every game an acoustic dimension if desired.



LED PANELS

↓ kg Load up to 2,000 kg

Pixel pitch
4,5 | 5,2 | 6,3

1 modul = 250 x 250 mm

1 panel = 4 modules = 500 x 500 mm

IP65 dust-tight and water-jet proof

FUNCTIONAL MAT MADE BY melos

☀ UV and weather resistant

📏 Very good elasticity

👁 Transparent

🌀 Rollable and tear-proof

💧 Easy to clean

♻ Recyclable

Each system is modularly adaptable in terms of size.

Melos MooveNow playfully combines learning and fitness exercises:
Interactive and touch-sensitive surfaces make it possible!

MOVEMENT. FUN. EXCITEMENT.

Melos sees itself as an innovative force that is raising the creative surface design of floors and walls to a new level. The result is a new type of living environment that combines a wide variety of disciplines: Materials development and sensor technology, education and lifestyle, innovation management and urban planning.

Above all, high-performance materials, modern digital technologies and intelligent planning ideas pave the way for innovative areas of learning and experience.

Melos summarises this concept under the keyword – “Gaming 4.0”. In other words: Melos is now reinventing games using innovative technologies and materials.

MooveNow creates interactive, touch-sensitive surfaces that can shine in all colours and are integrated into walls like a monitor in floors.



COMPETE AGAINST EACH OTHER!

In the future the online games can be communicate with each other, whether school, city or country duels.
There are no limits.
Share your records via social media!

INNOVATIVE GAME AND LEARNING CONCEPTS FOR EVERYONE

PRESCHOOL CHILDREN

Big fun factor
Learning 1st school knowledge
fast & funny
Promotes cognitive abilities

YOUNGSTERS

Fun in learning
Promotes and challenges
them in a wide variety
of areas

TEENAGERS

Master challenges
Can be the best in their category
Crack the high score

ADULTS & GOLDEN AGERS

Learn a lot
Keep themselves fit and healthy
Complex and exciting tasks



CITY CENTRES



THEATRES



CINEMAS



FITNESS



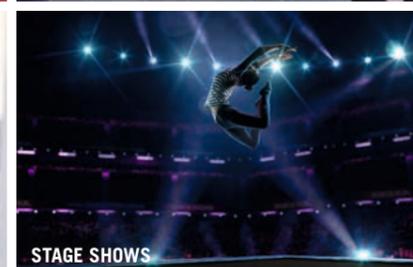
LEISURE PARKS



SCHOOLS | UNIVERSITIES



RETIREMENT HOMES



STAGE SHOWS



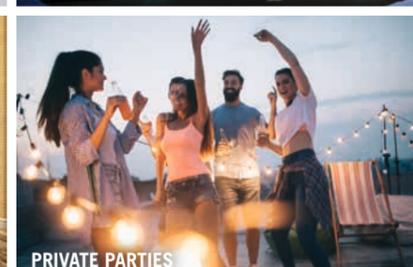
AIRPORTS | TRAIN STATIONS



GASTRONOMY



EXCLUSIVE HOTEL FOYERS



PRIVATE PARTIES



STADIUMS



EVENTS



FUN AND GAMES



SHOPPING CENTRES



The interactive LED floors can be used in variety of ways.
No limit to your fantasy.



LET'S PLAY!

MATHEMATICS



**INDIVIDUALIZE IT
IT'S YOUR GAME!**

The games can be exclusively tailored to your needs and ideas.



REACTION/MUSIC

FIRST GAME COLLECTION!

MATHEMATICS

In the mathematics games, for example the LED floor monitor shows the players a number that represents the final result of a searched formula. The goal is to create a formula that matches the displayed final result by touching the corresponding numbers and performing the appropriate operations on the LED floor.

LANGUAGE

In the exemplary language games, the monitor of the LED floor shows the players a picture. The goal is for the players to browse the sea of letters with their visual search functions and by touching the corresponding fields, highlight the word that matches the displayed picture.

FITNESS

You can prove your endurance in various fitness games: here, for example, various elements light up on the LED floor. The luminous elements indicate the extremity with which the player is to touch the field. The aim is for the player to touch the luminous elements with the selected extremity and thus switch them off.

REACTION/MUSIC

In the Fitness games, for example various elements light up on the LED floor. The luminous elements indicate the extremity with which the player is to touch the field.

The aim is for the player to touch the luminous elements with the selected extremity and thus switch them off.



LANGUAGE



FITNESS

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Melos GmbH
Bismarckstrasse 4-10
49324 Melle | Deutschland
Fon +49 54 22 94 47-0
Fax +49 54 22 59 81
www.melos.com

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More about:

www.readytobuild.de/mooovenow

Contact us via mail:

info@melos-gmbh.com